

HOME BREW SUBCLASSES



This is the document for all of my different subclasses for DnD!

WARLOCK OTHERWORLDLY PATRON

THE FALLEN

You have created a pact with a Celestial that choose to fall or fell out of unknown cercomtances. Your pact makes you experience the tainted bliss these fallen celestials still some what carry.

Being connected to such power can change your over all behavior and beliefs. You might wanting to help other fallen celestials, help out fiends, or help and protect your patrons minions. You know that your mission is among mortals for now, and that your pact binds you to bring more darkness and continue your patrons plans to the dark places of the world.

However some Fallen Celestials are not as cruel and mean as their evil brothers and sisters where they want to just be free from the Fallen shackles and be apart of the world of the Holy Light and Divine Righteousness! These Celestials take pacts with mortals that want The Fallen to show the Celestials up above that they can still help others through unconvetional ways.

THE FALLEN EXPENDED SPELL LIST

The Fallen Celestial Warlock gets new spells added to their spell list. These spells do not go against the amount of spells that you know.

EXPENDED SPELL LIST

Spell Level	Spell
1st	Cure Wounds, False Life
2nd	Spiritual Weapon, Scorching Ray
3rd	Fireball, Revivify
4th	Death Ward, Divination
5th	Hold Monster, Mass Cure Wounds

THE BLESSING OF THE FALLEN

As a blessing from your fallen patron at 1st level you always know if the creature in front of you is good or evil in aligment and can tell if the individual infront of your is a celestial, fiend, abberation, or undead.

You can use this ability the amount of times of your Charisma modifier (minimum of once). You get back all expended use after a short or long rest.

UNHOLY TOUCH

Starting at 1st level, you have a healing aura. As a bonus action you can bring up aura reaches out 30 feet. Every enemy that is in that aura takes 2d6 necrotic damage and that damage heals that amount to an ally of your choice also in said aura. This aura will last 1 minute.

You can use this double your proficiency modifier. You gain all expended uses per long rest.

BESTOWING THE FALLENS CURSE

Starting at 6th level, you can choose one damage type to make an enemy within 10 feet of you to be vulnerable to. If a creature is immune to the particular damage type of your choosing they become resistant to that damage type and if they are resistant to that damage type they are no longer resistant. If a creature is already vulnerable to the damage type of your choosing this ability will not work. This lasts for 1 minute.

You can use this ability a number of times equal to your Charisma modidifer. You gain all expended used after a short or long rest.

FLEETING HOPE

At 10th level, your curse grows more powerful. If the target is cursed by your *Bestowing the Fallens Curse* hits you with an attack roll, you can use your reaction to make a melee or spell attack.

WINGS OF THE BROKEN

Begining at 14th level, you aain the ability to grow a pair of black feathery wings or a pair of leathery bat onto your back. These wings last as long as your warlock levels in minutes or until you dismiss them as a bonus action on your turn. While you use your wings do not envoke opprotunity attacks when you fly out an enemies reach.

You cannot unfearl these wings if you are wearing armor or clothing unless you have armor or clothes that accommodates for the wings.



BY ADRIANOMOAES098

FIGHTERS MARTIAL ARCHETYPE

THE MARKSMAN

The Marksman are known as the perfect definition of the common folks protector. They train themselves to become the very threats that they must fight against. A weak mind is normally advised not to follow this path!

THE MARKSMAN'S INTUITION

Starting at 3rd level, as a Marksman, you can tell if an enemy or ally is under the tag of Undead, Abberation, Fey, Fiend, and/or Celestial. You can use this trait up to your Wisdom Modifier (a minimum of once). You regain this use at a short or long rest.

THE MARKSMAN'S SIGIL

At 3rd level, as a skilled Marksman, if a creature is under the tags of *The Marksman's Intuition* that is within 30 feet of you, they gain a sigil. You have up to your Wisdom Modifier (a minimum of 1) to give the target the sigil. You gain all expended uses at a long rest. The Sigil lasts for one minute.

You can only do one creature at a time. The marked creature has disadvantage on attack rolls against your allies other than yourself and you along with your allies have advantage on that marked creature. The mark does not go away unless you dismiss it as a bonus action, the creature is dead, or you are incapacitated.

THE UNFORGIVING MARK

Starting at 7th level you have the ability to give the any marked creature a vulnerability of your choice. If that creature has a resistance of the chosen damage type their resistance no longer exists or if they have the immunity to that damage type they gain resistance instead. If that creature already has vulnerability to that damage type it does not work. You regain this use when you finish a long rest.

THE MARKSMAN'S WRATH

Starting at 10th level you gain critical hits on 19's and 20's on creatures that have the tag of Undead, Abberation, Fey, Fiend, and/or Celestial.

Not only that your *The Marksman's Sigil* now does additional Radiant or Necrotic damage that is double to your Wisdom modifier (a minimum of 1) whenever you hit anything with the tags previously mentioned.

PERSISTANCE OF LIFE

Starting at 15th level you resist the urge of death. When you are below half your health you gain 5 + your Constitution Modifier at the beginning of each of your turns.

You also gain resistance to Radiant and Necrotic damage.

ENEMY OF THE DAMNED

Starting at 18th level, if you have an enemy within 30 feet of you can become frightened by your very presence. Your enemies must make a Charisma saving throw (DC is 8 + your Wisdom + your proficiency bonus). If they fail the save they are afraid of you and they must continue to roll until they succeed. If they succeeded they are immune to your *Enemy of the Damned* feature for 24 hours.

You can use this trait once per long rest.



BY CD PROJECT RED

PALADINS SACRED OATH

REVISED OATHBREAKER

An Oathbreaker is a paladin who breaks his or her sacred oaths that they may have or have not have known they have broken at first. Oathbreakers will typically break their oath if they no longer agree with their tennents.

OATHBREAKER

OATHBREATHER SPELLS

You gain Oathbreaker spells at the paladin levels listed.

Paladin Level	Spells
3rd	Faerie Fire, Armor of Agathys
5th	Heat Metal, Find Traps
9th	Life Transference, Speak with Dead
13th	Blight, Mordenkainen's Faithful Hound
17th	Hallow, Insect Plague

CHANNEL DIVINITY

An Oathbreaker paladin of 3rd level or higher gains the following two Channel Divinity options.

Dreadful Aspect. You can produce an aura of distrust and fear. You make a 30 foot aura and when an enemy enters the aura must make a Strength saving through. On a failed save, tendrils will reach out and become restrained for 1 minute. The restrained creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Focused Strikes. If the target has the creature type that is under your Divine Sense, the target will take radiant damage equal to the paladins Charsima modifier (a minimum of +1) for every melee or ranged attack the paladin does.

AURA OF HATE

Starting at 7th level, any allies that are withing 10 feet of you, they gain a bonus to melee weapon attacks and damage rolls equal to your Charisma modifier (minimum of +1). A creature cannot benefit from this feature from only one paladin at a time.

At 18th level, the range of this aura increases to 30 feet.

MYSTICAL RESISTANCE

Starting at 15th level, the you gain resistance to all damage from creatures that fall under the tags from your Divine Sense feature. Also, if one of the creatures hits you, they take 1d6 radiant damage.

DREAD LORD

At 20th level, as an action, surround yourself with an aura of rage and distain that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around the paladin to dim light.

Whenever an enemy is effected by your *Aura of Hate* class feature, must make a Wisdom saving throw and become Frightened for one minute. If they are immune to frighten they are no longer immune. If they fail they take 4d10 psychic damage at the start of their turns. If the enemy is frightened by this effect and it ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it.

While the aura lasts, you can make a melee spell attack against the target as a reaction. If the attack hits, the target takes necrotic damage equal to 3d10 + your Charisma modifier.

After activating the aura, you can't do so again until you finishes a long rest.

BY DARKSOULSXDND



MONASTIC TRADITION

REVISED WAY OF THE KENSAI

Monks of the Way of the Kensai train relentlessly with their weapons, to the point where the weapon becomes an extension of the body. Founded on a mastery of sword fighting, the tradition has expanded to include many different weapons.

A kensei sees a weapon in much the same way a calligrapher or painter regards a pen or brush. Whatever the weapon, the kensei views it as a tool used to express the beauty and precision of the martial arts. That such mastery makes a kensei a peerless warrior is but a side effect of intense devotion, practice, and study.

PATH OF THE KENSEI

When you choose this tradition at 3rd level, your special martial arts training leads you to master the use of certain weapons. This path also includes instruction in the deft strokes of calligraphy or painting. You gain the following benefits.

Kensei Weapons. With your training of varried weapons, you are now profient with martial weapons that do not have the heavy property. These weapons are considered monk weapons for you. The damage die, for both simple and martial weapons, that is typically associated with the weapon is now replaced your martial arts die.

Agile Parry. While you are carrying a kensai weapon that is a simple weapon in one of your hands, you gain a +2 to your AC. The bonus does not happen if you are stunned, paralyzed, incapacitated, or at 0 hit points.

Also, as a reaction, if an ally of yours is with in 5 feet of you gets hit by a melee attack you can roll a Martial Arts Die potentially making the attack a miss.

Way of the Brush. You gain proficiency with your choice of two artison tools.

ONE WITH THE BLADE

At 6th level, you extend your ki into your kensei weapons, granting you the following benefits.

Magic Kensei Weapons. Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Deft Strike. When you hit a target with a kensei weapon, you can use your *Furry Of Blows* with said weapons instead with your unarmed strikes. Also, you

can spend an extra ki point to deal one extra martial arts die on one of your attacks.

Kensei's Shot. Any target you hit with a ranged attack using a kensei weapon takes an extra 1d6 damage of the weapon's type.

Also, when you use your stunning strike feature, you can use it on your ranged attacks.

SHARPEN THE BLADE

At 11th level, you gain the ability to augment your allies and your weapons further with your ki. You can spend up to 3 ki points to give the weapon extra die that is equal to your martial arts die and the weapon is magical to overcome immunity and resistance to non-magical weapons.

This will last for 1 minute or unless you put this on another weapon.

UNERRING ACCURACY

At 17th level, your mastery of weapons grants you extraordinary accuracy. If you miss an attack roll, you can reroll the attack, however you must use the new roll. You can use this feature only once on each of your turns.



By T_LEAMING